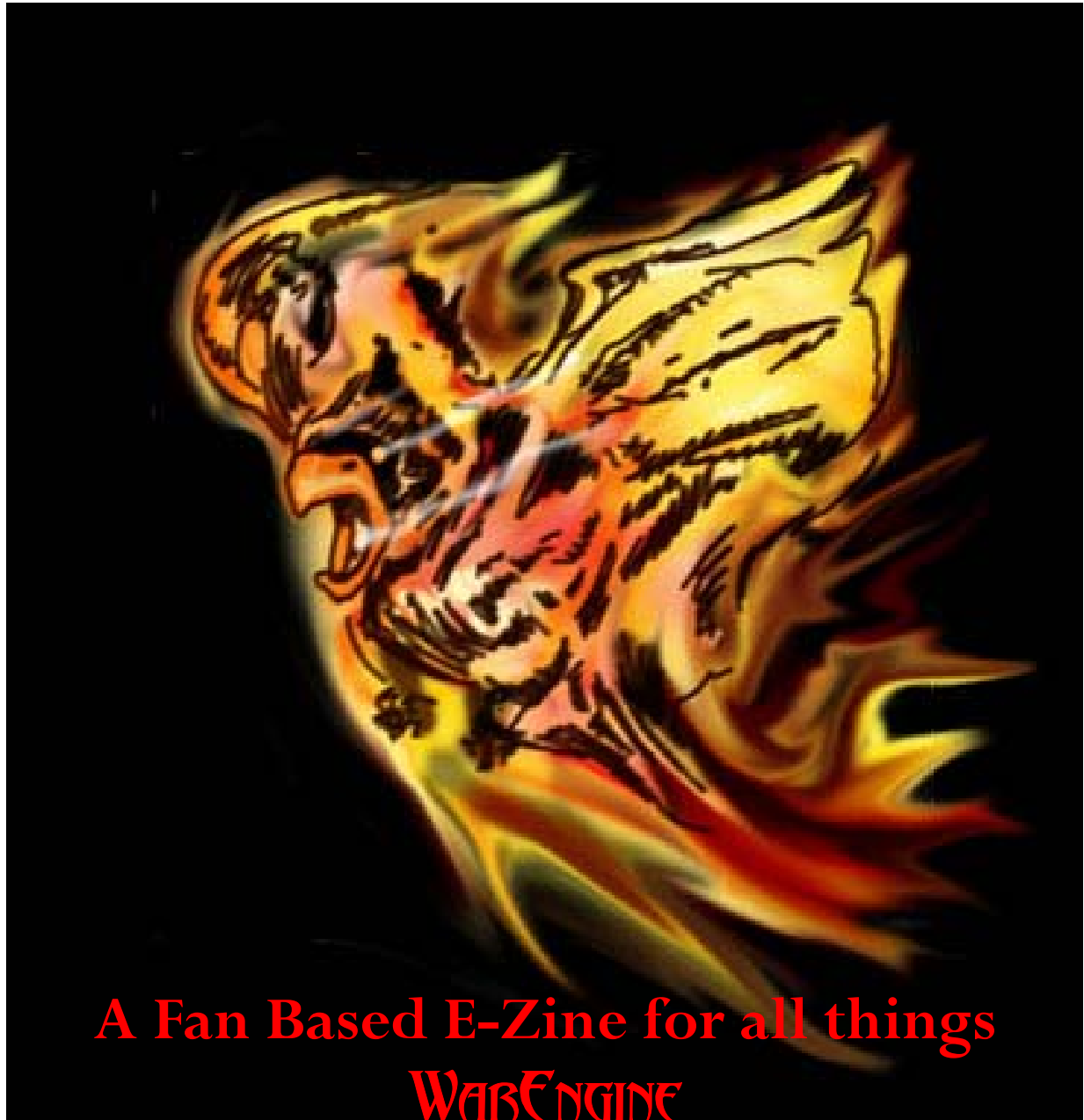


THE REMNANTS

Issue # 7



**A Fan Based E-Zine for all things
WARENGINE**

An NC & DwE Publication
[Http://www.The_Remnants.dfxwebs.com](http://www.The_Remnants.dfxwebs.com)

Editorial

by Dances with Emutants

Volume 1, Issue 7

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Well, we are finally back in business. We are very sorry that it took so long to get things back in order and get another issue finally out. In case you hadn't heard, I was laid off back in January of 2004 after 23 years with that company. So that last issue was rather hard to put out while trying to make ends meet and look for new employment. The job I finally ended up getting did not allow me a lot of free time either. But now I have a new job doing what I love and it also allows me some free time.

Of course in the process of all this I lost our web host as well. But now we are back with a new host and some new articles. I will mention that you will most likely see some smaller issues being produced as it is hard to get submissions and we cannot come up with everything ourselves. Once again I ask you to feel free to submit anything you would like, be it a terrain article, fiction, painting tips, scenarios, or whatever you feel would be worthy of publication. I would remind you that we cannot pay for your submissions, but we will give you due credit and you get to see your name in print!

Also we will no longer be publishing quarterly, since this is a labor of love, life does cause interruptions, so we will shoot to publish four issues a year, but we cannot guarantee that will happen. So you will now just see the volume and issue number without the season designation.

So here we are with our first issue after our rebirth. Rising up from the ashes, so to speak.

It's great to be back!

Dances
Editor

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I SEE LEAD PEOPLE

A column about Miniatures

By Dances

This issue's installment will look at several figures that have been out there for awhile now, but may be new to you. I have been using these miniatures quite a bit lately and in fact used them at GenCon 2005. They were used in all of my events with the exception of the World War II events.

First we will start with the Big City PD from Tactical Miniatures. Previously I reviewed their SWAT and Terrorist figures. Again just like last time, these come pretty clean with little molding showing and virtually no flash. The first things you will notice are the weapons are much better done than the weapons on the Terrorists. The blister comes with five figures all with a different pose all for the low price of \$12.00 USD. These figures were modeled after the LA Police Department, and it shows. Nicely done and even includes one female officer, they are outfitted in pants and a police uniform shirt.



You will notice the shoulder patch for the department name, the badge on the left breast and some stripes also on the sleeves of some of the models. Like the SWAT and Terrorist figures these come with a plastic slotted base, and are more of a true 28mm scale as opposed to

that 30mm heroic size so many of us have seen. The individual figures are nice with weapons ranging from shotgun, pistol, and an M16 assault rifle. All in all a very nice selection and a welcome group of figures for modern day games that require police. One of my favorites in this group is a three part figure that is standing with feet spread and pistol pointing straight ahead with both hands holding the gun. The figure is molded in one piece for the body with his two arms separate.



Next up from Tactical Miniatures are their Narcotics team blister that also includes five

different figures for \$12.00 USD. Just like the Big City PD, these are modeled after the real deal out in the world. These miniatures are better equipped than their Big City counterparts as befitting their job description. They are all wearing a noticeable bullet proof vest with all figures armed with assault rifles or MP-5s. The fifth figure is dressed as a sniper complete with boonie hat and sniper rifle. Again little cleanup was needed for these figures, with slightly more flash.



Last up from tactical Miniatures is their five figure Hostage pack for \$12.00 USD. These figures are also very nice and provide you with infinite possibilities for hostage, rescue scenarios. All figures in the group are tied up with rope, with their hands behind their backs or out in front of them. The set includes two girls, one standing with hands tied in front, the other in a skirt on her knees with her hands behind her back. The three men in the blister includes one that is sitting cross legged, one with his hands behind his back in a suit, and the third with his hands in front. Easy to clean and a great addition to anyone looking to play modern crime scenarios, or in my case playing modern horror as well! ! I should point out that Tactical Miniatures is no more; however Armorcast has picked up the entire line, so all of the fine minis from Tactical are now available through Armorcast.

Now the rest of these figures I have had for a while but only recently got them painted and started using them. There are quite a few here and I will touch on them all very briefly as there are so many. They are all from Copplestone Castings, and before anyone groans, you really should check them out. I admit when I picked these up the prices were a bit less, but the price has gone up since then, and they are from the U.K. They are all from the Future Wars line of figures which has quite a collection of different types to pick from.

The first thing to be said about them is that they come with their own molded base, so if you plan on using them with other figures that are on slotted bases, you will need to pick up some extra bases. That is what I did, and this does make them a little bit taller than some of my other figures, and they are the larger 30mm type of figure we have grown accustomed to these days, which does make them a little beefier than the figures from Tactical Miniatures, but no one that has played with them has noticed or said anything. The reason I bring these up is that with so many people playing zombie games, there is a need I feel for good civilian type miniatures, and I think these do a great job of filling that need. All of the figures here came with a little bit of mold lines that were cleaned up with very little work. Some flash was had on models between legs or in the crook of the arms, and this also cleaned with little effort.



The first bunch is the policemen, which come in two different sets, one with pistols, and the other with shotguns. All of them are wearing heavy jackets, jack boots, and bloused pants. So to me, they look like motorcycle cops without helmets or bikes. Most of them also carry an old fashioned billy club. Some are also wearing sunglasses, and several also have a communications headset that comes from the left ear and down to the chin. I painted mine up with the same dark blue pants as my Big City PD, with a lighter blue jacket and a hint of the same sky blue shirt as my Big City PD so they all looked to be from the same force.



Next up are the biker gang, a nice group of tough looking motorcycle gang figures that includes weapons like shotguns and machine pistols, and even one holding a chain. The group includes one female in short shorts with a pistol. They look like your typical bikers with long hair or bald with some beards and wearing vests. One is even wearing a helmet like the German WW II type.



On to the Bad Guys in Suits which I really like. This set includes all men that are wearing a suit either with a tie or more casually with a pull over shirt. One is wearing an overcoat. Weapons range from pistols, and shotguns or machine pistols. One of the minis even reminds me of the character from the Pulp Fiction movie. A good

compliment to that set is the next set called Corporate Babes. This set has females that are dressed for success in the office but of course are carrying weapons, like pistols or machine pistols. Another good set especially if you plan on those urban settings for your games.



Babes with Guns is up next and is another of my favorites as I love skimpy clothed girls that carry guns and look good while doing it. This set even includes a Laura Croft look alike, complete with dual pistol belts and a back pack. Several of the girls in this set were given a very pale skin color as I have used them as vampires in my horror games that I have been playing lately. I thought I would try to paint little fangs poking out of the corners or their mouths, but I gave up on that idea and just went with the pale skin tones so I could use them as normal girls as well as undead.



The last set is the Citizen Militia 2 that includes your weekend warrior types including one female. All are wearing what looks like military fatigue pants and t-shirts that I painted a drab green. One of the figures is definitely a little overweight, with a huge belly. Another figure is wearing a short tanker like jacket and also has a bandana around his mouth like the old western bank robbers.



All in all I really like this line of figures and I plan on getting some more, as some of the above sets have second versions like the Citizen militia and the Babes with Guns. There is also a Men in Black set, and a Bikini Bodyguard set as well. These all list at 7.50 pounds on the Copplestone website. They are about \$17.50 USD at my local store, and I have seen them for \$16.50 at the RLbps.com website. All sets have five figures included and there are many sets to this line, several of which I intend to pick up.



H. A. D.

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FIELD REPORTS

By Lt Bryan Farazon

Date Line Rapier Con – Jacksonville FL

From one of our roving reporters comes this convention report of a couple of games that were run at this fun convention in Florida.

Death in the Desert – A WW II 54mm Game

Forces: British Vs German

British

- Two British Infantry Squads
- Honey tank with a very lucky crew in support

Germans

- Two German Infantry Squads
- A very unlucky Mark III in support

First game both forces came onto the board with equal excitement.

Turn One: The Honey moved into position and went on reserve with the main gun. The Germans proceeded to move the Mark III into position and fired, as a reaction the Honey also fired and blows the track on the Mark III immobilizing it. The Mark III proceeds to fire but misses.

The troops for both sides move in killing men back in forth on both sides randomly. The forces soon learned that Desert warfare is quite deadly so they drop to prone and are more cautious.

Turn Two: The Honey fires but misses. The Mark III proceeds to return fire and kills the Honey at which point the Germans start to cheer and sing old German beer songs. This moment of stress causes the British to react bravely and they assault the German tank killing the crew. The troops for both sides now move in

closer and continue killing back in forth randomly again.



Turn Three: Heavy fighting between the two forces with lots of dead infantry. The Germans tried to charge the British who were prone on the rolling sandy hills and was hit with deadly force by the MG team, leading to heavy damage on the German right flank.

Turn Four: The loss of their tank and the overwhelming success of damage done by the British causes the Germans to retreat, leading to a win for the British.



New Rules Used:

Prone Moves:

A figure moving in a Prone position can only crawl when in this position. Movement is counted at a two for one movement rate and cost one inch to stand up before moving. Being in this position does offer some protection to the figure as a benefit.

Suppression:

Certain Area effects can cause Area Suppression by saturating the area with Explosives and physical damage. Figures caught in an area suppression attacks and survive are suppressed and go to a prone position till their next activation. While figures are suppressed they gain a 1k0 defensive bonus from being prone.

Vehicle Damage Rule:

When an AFV defense has been defeated you role on the AFV damage chart.

1. Glancing Hit- minus half move
2. Tracks or wheels destroyed
3. Crew Member killed ranged weapons -1k1
4. Weapon Destroyed role randomly
- 5-6 Vehicle Destroyed and or Crew killed

Figures used are 21st Century games figures and for the vehicles the Mark III is a 21st Century games tank. The M3 Stuart / Honey is from The Ultimate Solder Line.



DAK German Infantry Squad									
Figure Type	War Engine Figure Card							Cost	82
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
1	39	German Sgt	VT	09"	3k2	4k4	08"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
1	8	Combat Knife				---	2k2	---	---
	0	--- No Tweak							
1	33	MP40				15"	3k2	2x	---
	2	<i>Edge - Attack, Accurate</i>				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	52
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
1	24	German Corporal	RT	09"	2k2	4k3	04"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
1	6	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
1	33	MP40				15"	3k2	2x	---
	2	<i>Edge - Attack, Accurate</i>				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	135
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
2	40	German MG Team	RT	09"	2k2	3k3	00"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
2	12	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
1	28	Kar 98 Rifle				24"	3k2	---	---
	2	<i>Edge - Extra Bite</i>				---	---	---	---
1	51	Light MachineGun (MG-34)				30"	3k3	2x	Bu / W
	2	<i>Edge - Attack, Accurate</i>				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	336
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
6	120	German Rifleman	RT	09"	2k2	3k3	00"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
6	36	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
6	168	Kar 98 Rifle				24"	3k2	---	---
	12	<i>Edge - Extra Bite</i>				---	---	---	---

BEF British Infantry Squad									
Figure Type	War Engine Figure Card							Cost	82
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
1	39	British Corporal	VT	09"	3k2	4k4	08"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
1	8	Combat Knife				---	2k2	---	---
	0	--- No Tweak							
1	33	Sten MK2 SMG				15"	3k2	2x	---
	2	Edge - Extra Bite				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	52
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
1	24	British Lance Corporal	RT	09"	2k2	4k3	04"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
1	6	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
1	33	Sten MK2 SMG				15"	3k2	2x	---
	2	Edge - Extra Bite				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	135
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
2	40	British MG Team	RT	09"	2k2	3k3	00"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
2	12	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
1	28	Lee Enfield SMLE				24"	3k2	---	---
	2	Edge - Extra Bite				---	---	---	---
1	51	Bren Gun LMG				30"	3k3	2x	Bu / W
	2	Edge - Attack, Accurate				---	1k0	---	---
Figure Type	War Engine Figure Card							Cost	336
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts
6	120	British Infantry	RT	09"	2k2	3k3	00"	0	1
	0	--- No Tweak							
Qty	WP	Description				R	AV	AE	AET
6	36	Combat Knife				---	2k1	---	---
	0	--- No Tweak							
6	168	Lee Enfield SMLE				24"	3k2	---	---
	12	Edge - Extra Bite				---	---	---	---

Commanders and Armor										
Figure Type	War Engine Figure Card							Cost	99	
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts	
1	55	British Lieutenant	RC	09"	3k3	4k4	06"	4	1	
	8	Inspiring Example								
Qty	WP	Description				R	AV	AE	AET	
1	0	Combat Knife				---	---	---	---	
	0	--- No Tweak				---	---	---	---	
2	36	.38 Pistol				12"	2k2	---	---	
Figure Type	War Engine Figure Card							Cost	167	
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts	
1	62	M3 Stuart /Honey	LV	15"	3k3	4k4	00"	4	1	
	0	Vehicle								
	3	Charmed								
Qty	WP	Description				R	AV	AE	AET	
1	10	Overrun				---	3k2	---	---	
	0	--- No Tweak				---	---	---	---	
1	48	30-06 Browning M1919A4 MG				18"	3k2	3x	---	
	0	--- No Tweak				---	---	---	---	
1	36	37 mm M6 in M44 mount				30"	4k3	---	---	
	8	Edge - Armor Piercing				---	---	---	---	
Figure Type	War Engine Figure Card							Cost	99	
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts	
1	55	German Lieutenant	RC	09"	3k3	4k4	06"	4	1	
	8	Inspiring Example								
Qty	WP	Description				R	AV	AE	AET	
1	0	Combat Knife				---	---	---	---	
	0	--- No Tweak				---	---	---	---	
2	36	.38 Pistol				12"	2k2	---	---	
Figure Type	War Engine Figure Card							Cost	162	
Qty	PP	Figure Description	T	Mv	Df	Mn	Cr	Hero Pts	Hit Pts	
1	60	Panzerkampfwagen III Ausf C	MV	12"	4k4	4k4	00"	0	1	
	0	Vehicle								
Qty	WP	Description				R	AV	AE	AET	
1	10	Overrun				---	3k2	---	---	
	0	--- No Tweak				---	---	---	---	
1	48	7.92mg 34 Turret / Hull				18"	3k2	3x	---	
	0	--- No Tweak				---	---	---	---	
1	36	3.7cm KwK L/46.5 Main Gun				30"	4k3	---	---	
	8	Edge - Armor Piercing				---	---	---	---	



NEW SUPPLIER OF SHOCKFORCE MINIATURES

WARENGINE HORROR

A Modern Horror Variation

By Dances

Well it was bound to happen, there has been so many new games and new figures that all involve Zombies and other nasty creatures that I decided to write a variation of the WarEngine for a modern horror version. So without further comments away we go.



We shall start with lists of humans and the good guys; these include gangs (good when compared against Vampires and Werewolves), Police, SWAT, and civilians. This leaves us with the bad stuff, so we also need stats for zombies, ghouls, vampires, and werewolves. I had previously created a zombie scenario, but I will detail the zombie list here since I made these in relation to all of the figures needed for this variation. Zombies have been portrayed as both slow moving and also as fast. I prefer the slow moving type myself however all you have to do is to change the movement value to be the same as a normal living person. Along with the civilians, gangs, and Police army list, I have also included some special Vampire and Werewolf Hunter lists to represent those people who have been specially trained to hunt these creatures and kill them for good. I think of people like Van Helsing and the humans that helped Blade like

Whistler, Hannibal, and Abigail (Whistler's daughter).

Modern horror requires tweaks to represent all of the stuff that make the bad guys so very bad. If you have watched any of the latest films that involve some of the more supernatural creatures, like Underworld, Blade, and even the Matrix you will begin to understand where I got my inspiration from. So the basic rules here are still core to the WarEngine, with a few new tweaks and some changes to existing tweaks or powers. See the list of possible tweaks to use for each type of figure. Feel free to combine the tweaks as you see fit for each figure.

Types of Figures

Let's talk about what type of figures we are dealing with in this variation. Vampires and Werewolves are of course Characters, at least the highest level ones are, but we also have some that are trooper and elite types as well. Of course since they are so powerful this means they get Hero points to help keep them alive. You will see from the character sheets what kind of stats they get. Detailed below are the different types for each immortal being in this variation.

- Vampire Thrall – What a newly bitten human becomes after being bitten. Not very powerful, but better than the strongest human. These are trooper types, and would be the most plentiful.
- Vampire – Full blooded Vampire that was born of Vampire parents. Next highest, so they will be Elites.
- Greater Vampire – What all full blooded Vampires aspire to become, and this is the most powerful. The older they are, the more

powerful they become and hence these are the Character type.

Werewolves also have a few variations for games sake. Note that not all werewolves travel in packs, as a Young Blood gains experience he can choose to go out on his own as an independent and possibly join up with a new pack later on.

- Young Bloods – Newly bitten werewolves with little or no experience. These are trooper types, and would be the most plentiful.
- Adult Wolf– These are mature subordinate wolves, these make up the majority of the pack. Next highest, so they will be Elites.
- Alpha Male/Female – This is the leader of the pack, head werewolf, the meanest of them all, and responsible for the breeding. These are the Character types, and they can also be solos characters with no pack affiliation.



Zombies are considered a trooper type for game purposes and are most often used as the frontline troops for a Vampire force. This is not to say that zombies cannot be used as a troop type for another evil character. One could definitely create an evil necromancer that raises an army of zombies. Or they could just be used as zombies, those infected humans from what ever virus you want to name.

Ghouls being a slightly harder version of undead would qualify as an Elite type that could be used to act as a leader for a horde of zombies. Alternatively they could form their own squad of un-living special forces strike team.

Tweaks and Special Powers

Control – (+15) Special Power

Vampires can control zombies and ghouls, this power works just like the one in the Shockforce rules, the only difference is that zombies get a -2 to their dice roll when checking to see if they avoid being controlled. Ghouls get a -1 to their dice roll when checking to see if they avoid being controlled.

Vampire Hunter – (+ 6)

The user of this ability is specially trained to deal with Vampires and carries special weaponry to deal death to Vampires such as a sword for cutting the head off of a Vampire, and a stake for driving through the heart. When attacking in close combat with one of these weapons, the figure will gain an extra +1k1 on all close combat attacks which represents that the attack has successfully cut off the head or driven the stake through the Vampires heart.

Brain Rage – (-5) Zombies Only

Basically the same as Blood Rage except only applies to Zombies when they smell, or sense fresh brains.

Brain Lust – (+3) Zombies Only

When zombies get within 6 inches of fresh brains, they gain an additional 3 inches of movement.

Sudden Conversion – (+15) Vampires Only (Special Power)

Faced with the overwhelming power of the Vampire, the target figure (human) cannot resist and immediately joins the Vampires' force. It is thereafter considered a member of that Vampires' force controlled like a zombie.

Immortal Speed – (+8) Vampire/Werewolf Only (Special Power)

The user calls upon his immortal powers to instill himself with a great burst of speed. So quick are his movements that he is unable to be targeted by reserve fire or Special Powers that directly target him while moving in this way. Upon using this power, the immortal may then move up to an additional 6" of this "fast" move. Special Powers that affect all figures in a radius (such as the War Chant) still affect the immortal while moving in this way.

Enthrall – (+8) Vampire Only (Special Power)
Fascinating harmonies, beautiful visions, and enthralling monologues entrance the target unit; preventing it from taking any action as its members gaze in mindless awe. All members of the target unit within line of sight of the user and range of the power immediately lose all reserve markers and are unable to activate this turn. Members of the target unit either not in line of sight of the user or outside the range of the power at the time of use suffer no ill effects and may still activate normally.

Silver Bullets (nitrate) – (+ 8) *Weapon*
This is ammunition that is specially created with killing werewolves in mind. The bullet load is filled with silver or silver nitrate. A weapon using this ammo can kill a werewolf. Any weapon not using this tweak cannot harm a werewolf.

Ultra Violet Bullets – (+ 8) *Weapon*
This is ammunition that is specially created with killing vampires in mind. The bullet load is filled with an ultra violet substance that simulates daylight. A weapon using this ammo can kill a vampire. Any weapon not using this tweak cannot harm a werewolf.

Immortal Strength – (+ 4) *Weapon*
This tweak can be only applied to a Vampire or Werewolves punch or kick. When an opponent is attacked by a weapon using this tweak they will be pushed back 2 inches if the attack is not successful.

War Chant – (+5) Vampire/Werewolf Hunter Only (Special Power)

All allies to the hunter within range receive a bonus of all ones being treated as twos on dice rolled on their behalf until the end of the turn or until they move out of range of the War Chant. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The War Chant may be ended voluntarily by the user at any time.

Blow Back – (+2) Shotguns

When a shotgun with normal ammunition is used the force of the weapon will move the target back 1 inch, which is especially useful for fighting zombies.

A word about Weapons

Vampires:

Being immortal Vampires are super strong and as such when they enter into close combat and start punching and kicking, people are going to get hurt. A Vampire will do more damage than a normal human when punching or kicking, and this will be reflected in the attack value on the Vampire's army list.

A Vampire also has a choice to make when biting an opponent, they can just bite the victim, thus infecting them, or they can attempt to rip the victim's throat out and thus kill the opponent with no chance for becoming a Vampire. So you will see two different close combat weapons for Vampire Bite and Vampire Throat Rip.

Another thing to consider is that normal weapons (bullets) do not harm a vampire. Since we are trying to recreate the cinema versions of Vampires there are certain types of ammunition that can harm and definitely kill a Vampire. For example, if you remember Blade II there was a shotgun like weapon that shot a silver stake, so for simplicity; we will just call this a shotgun that uses a stake shell. Also from Blade II, there were bullets that have some form of UV load that acts like sunlight and will also kill a Vampire. Of course not everyone carries this type of ammo. Now other ways of killing a Vampire exist such as cutting his head off, and this always works. However to accomplish this you must

obviously have a sword or a chain saw. See special tweaks for this ability. Driving a stake through a Vampires heart will also kill him, also see the appropriate tweak.

Werewolves:

Like Vampires, werewolves are considered immortal beings and so they too will gain the same strength powers that Vampires have when punching and kicking while in close combat.

A Werewolf also has the ability to rip the throat out of a victim which also eliminates the chances of the victim turning into a Werewolf and thus becoming dead immediately.

Again like a Vampire normal weapons (bullets) will not harm a werewolf. Most people will not be able to harm a Werewolf; however like the movie Blade II, there are some bullets that contain silver nitrate which will kill a Werewolf, as will the shotgun that shoots silver stakes.

Zombies:

Zombies are not living and just like in the movies they have to be killed with a head shot. When targeting a zombie whether using a ranged weapon or a close combat weapon, after successfully rolling to hit, one of your attack dice must result in a 6. If a 6 is rolled then you have succeeded in hitting the head and thus killing the zombie. Note that if you are affected by the all 6's rolled become 5's as long as you beat the zombie's defense roll and you did roll the 6, then you have hit the head.

As far as control is concerned if not being controlled by some evil being zombies just pretty much stay in place unless attracted by noise or sense of smell for fresh blood.

Any zombies within 12 inches of fresh blood will start to shamle towards the fresh blood. Any noise within 12 inches will also attract a zombie to the source of that noise (like gun fire). Any time significant noise is made (like a gun shot) roll one d6 for each occurrence of that noise source. Roll a 1 (2 zombies) or a 6 (2

Zombies), should be placed in the immediate area of the noise (at least 8 inches).

Zombies have an Attack Value (AV) of 2k2, however when they start to gang up on a person their chances increase. Once there are 3 zombies attacking in close combat increase the AV by 1 (i.e. 3k2), for each additional zombie after that add one more to the attack value with a max of 4k4 (i.e. 4 zombies attack get a 3k3 AV for EACH zombie, 5 zombies receive an AV of 4k3, then 6 zombies get 4k4).

If a human has been infected and turned into a zombie and begins to attack a former buddy (good guy) that former buddy must make a mental check before attempting to KILL his former friend.



Human:

Most humans are clueless about the strange beasts that roam the night and the underground. However when employing a shotgun, they can receive some help in that the shotgun can carry the tweak blow back where the target is blown back 1 inch from the force of the shot.

A word about infections

Zombie Infection:

If a living victim is bitten by a zombie they will become infected and turn into a zombie in d3 turns (roll a d6). If the victim was carrying a weapon they can still use the weapon (they still remember how to use it – it's still fresh in their

mind), if the victim was not carrying a weapon when bitten and turned, then they cannot remember how to use one.

Lycanthropy:

If a normal living being is bitten by a Werewolf he will begin to experience nightmares each night until the next full moon at which time he will turn into a wolf.

Vampirism:

When a victim is bitten by a Vampire and drained of his blood, the victim will drop dead, however he will return to un-life as a Vampire the next night. For game purposes, count the victim as dead.

Tweaks by Figure Type (with noted changes) – remember the max number of tweaks points allowed per figure type per the rules.

Zombie/Ghoul:

Cost	Tweak
-6	Obvious
-4	Poorly Trained
-5	Brain Rage
+2	Brain Lust

Vampire:

Cost	Tweak
+1	Eagle Eye
+5	Flight (for Bat profile)
+12	Regeneration
+8	Stealthy
+12	Terrifying
+8	Lightning Reflexes
+8	Shape Changer
+4	Tough
+2	Dodge
+4	Immortal Strength <i>Weapon</i>

Cost	Power
+5	Astral Projection
+15	Control
+15	Invisibility
+10	Soul Suck
+15	Sudden Conversion (any human converts to Vampires forces)

+8	Summon Rabbit Manitou
+15	Teleport (only on self)
+8	Enthrall
+5	Terror
+10	Restore
+10	Shove

Werewolf:

Cost	Tweak
+12	Regeneration
+8	Stealthy
+12	Terrifying
+8	Lightning Reflexes
+8	Shape Changer
+4	Tough
+2	Dodge
+4	Tracker
+4	Immortal Strength <i>Weapon</i>

Cost	Power
+8	Immortal Speed
+5	Terror
+10	Brute Strength (used on self only)
+10	Restore
+10	Shove

Vampire/Werewolf Hunter:

Cost	Tweak
+1	Ballsy
+3	Charmed
+2	Hardcase
+8	Inspiring Example
+14	Lucky Bastard
+2	Sharpshooter
+1	Sole Survivor
+4	Weapon Master
+8	Silver Bullets (nitrate) <i>Weapon</i>
+8	Ultra Violet Bullets <i>Weapon</i>
+2	Blow Back <i>Weapon</i>

Cost	Power
+5	War Chant
+5	You Da Man
+5	Rally
+10	Invigorate

Hero Points

Of course this variation takes advantage of hero points, and while I admit I don't usually play with hero points or at least not that many as most of the time I am running games for people who haven't played before, I do feel that they are very important as the vampires and werewolves should be very hard to kill. So I have noted on the army lists how many hero points I would give, adjust as you like, but I have usually taken the max number of hero point per figure type.

There you have it; I hope you enjoyed this variation. Feel free to create your own statistics for your models; I have provided what I think is a good start. If you come up with other types of characters or creatures, please send a write up to us and we would be glad to share it with our readers.

These army lists are far from complete, but they worked well for the types of scenarios that I have played. I have created a small piece of terrain that I have used as a warehouse (what it was created for) and as a police station with some extra pieces to serve as the holding cells. These games work really well in a small area and can be run in a short period of time like two hours.

Enjoy, and may all your shots be head shots!

Shockforce Warehouse



<http://stores.ebay.com/Shockforce-Warehouse>

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Maintained by: [imgreedy2](#)

			Hero Pts			Total=	60
Qty	PP	Description	T	Mv	Df	Mn	CR
	20	Civilian	T	9"	2k1	2k2	4"

	WP	Weapons		R	AV	AE	AET
	10	wooden/silver stake		-	3k2	-	-
	8	Bat or club		-	2k2	-	-
	22	Pistol		18"	2k2	-	-

			Hero Pts			Total=	137
Qty	PP	Description	T	Mv	Df	Mn	CR
12	28	Policeman	T	9"	3k2	3k3	5"

	WP	Weapons		R	AV	AE	AET
	8	Baton		-	2k2	-	-
	24	Pistol		18"	3k2	-	-
	30	Assault Rifle		24"	3k2	-	-
	45	Shotgun		18"	4k4	2x	Bu
	2	Blow Back					

			Hero Pts	6		Total=	222
Qty	PP	Description	T	Mv	Df	Mn	CR
4	42	SWAT Team Member	E	9"	3k3	4k4	7"

	7	Vampire Hunter, Sole Survivor					
	2	Sharpshooter					
	WP	Weapons		R	AV	AE	AET
	14	Silver Stake/Wooden Stake		-	4k3	-	-
	30	Pistol		18"	4k4	-	-
	8	Silver or UV bullets					
	34	Assault Rifle w/silver or UV bullets		24"	4k4	-	-
	8	Silver or UV bullets					
	45	Shotgun w/silver or UV shells		18"	4k4	2x	Bu
	8	Silver or UV bullets					

			Hero Pts			Total=	9
Qty	PP	Description	T	Mv	Df	Mn	CR
100	16	Zombie	T	6"	2k1	2k2	0
	-6	Obvious					
	-4	Poorly Trained					
	-5	Brain Rage(Blood Rage)					

	WP	Weapons		R	AV	AE	AET
	8	Bite		-	2k2	-	-
		Zombie infection				-	-

				Hero Pts	6	Total=	66
Qty	PP	Description	T	Mv	Df	Mn	CR
	24	Ghoul	E	9"	2k2	3k2	5"

WP	Weapons	R	AV	AE	AET
8	Claw	-	2k2	-	-
10	Bite	-	3k2	-	-

				Hero Pts	12	48	Total=	186
Qty	PP	Description	T	Mv	Df	Mn	CR	
	30	Vampire Thrall	T	12"	3k2	4k3	4"	

WP	Weapons	R	AV	AE	AET
10	Vampire Bite	-	3k2	-	-
0	Vampirism			-	-
14	Throat Rip	-	4k3	-	-
14	Punch/Kick	-	4k3	-	-
4	Immortal Strength				
30	Machine Pistol	18"	4k4	-	-
8	Silver or UV bullets				

				Hero Pts	12	48	Total=	186
Qty	PP	Description	T	Mv	Df	Mn	CR	
	52	Vampire	E	15"	4k3	4k4	7"	

WP	Weapons	R	AV	AE	AET
10	Vampire Bite	-	3k2	-	-
0	Vampirism			-	-
16	Throat Rip	-	4k4	-	-
14	Punch/Kick	-	4k3	-	-
4	Immortal Strength				
30	Machine Pistol	18"	4k4		
8	Silver or UV bullets				
22	SP: Immortal Speed	-	4k3		
43	SP: Teleport	18"	4k3		

				Hero Pts	12	48	Total=	186
Qty	PP	Description	T	Mv	Df	Mn	CR	
	86	Greater Vampire	C	18"	5k4	6k5	10"	

WP	Weapons	R	AV	AE	AET
14	Vampire Bite	-	4k3	-	-
	Vampirism			-	-
20	Throat Rip	-	5k5	-	-
14	Punch/Kick	-	4k3		
4	Immortal Strength			-	-

				Hero Pts	4	Total=	102
Qty	PP	Description	T	Mv	Df	Mn	CR
	32	Werewolf Young Blood	T	12"	3k2	4k3	5"

WP	Weapons	R	AV	AE	AET
10	Claw	-	3k2	-	-
12	Bite	-	3k3	-	-
0	<i>Lycanthropy</i>	-		-	-
14	Throat Rip	-	4k3	-	-
14	Punch/Kick	-	4k3		
4	<i>Immortal Strength</i>				
30	Assault Rifle	24"	3k2	-	-
8	<i>Silver or UV bullets</i>				
45	Shotgun	18"	4k4	2x	Bu
10	<i>Blow Back, Silver or UV bullets</i>				

				Hero Pts	6	Total=	136
Qty	PP	Description	T	Mv	Df	Mn	CR
	52	Adult Werewolf	E	15"	4k3	4k4	7"

WP	Weapons	R	AV	AE	AET
10	Claw	-	3k2	-	-
14	Bite	-	4k3	-	-
0	<i>Lycanthropy</i>			-	-
18	Throat Rip	-	5k4	-	-
14	Punch/Kick	-	4k3		
4	<i>Immortal Strength</i>				
24	Pistol	18"	3k2	-	-
8	<i>Silver or UV bullets</i>				

				Hero Pts	12	Total=	198
Qty	PP	Description	T	Mv	Df	Mn	CR
	86	Alpha Male/Female Werewolf	C	18"	5k4	6k5	10"

WP	Weapons	R	AV	AE	AET
12	Claw	-	3k3	-	-
14	Bite	-	4k3	-	-
	<i>Lycanthropy</i>			-	-
20	Throat Rip	-	5k5	-	-
14	Punch/Kick	-	4k3		
4	<i>Immortal Strength</i>				

				Hero Pts	Total=			66
Qty	PP	Description	T	Mv	Df	Mn	CR	
	26	Gang member	T	9"	3k2	3k2	4"	

WP	Weapons			R	AV	AE	AET
10	wooden/silver stake			-	3k2	-	-
8	Bat or club			-	2k2	-	-
22	Pistol			18"	2k2	-	-

				Hero Pts	Total=			205
Qty	PP	Description	T	Mv	Df	Mn	CR	
	42	Vampire/Werewolf Hunter	E	9"	3k3	4k4	7"	

WP	Weapons			R	AV	AE	AET
14	Silver Stake/Wooden Stake			-	4k3	-	-
30	Pistol			18"	4k4	-	-
8	<i>Silver or UV bullets</i>						
34	Assault Rifle w/silver or UV bullets			24"	4k4	-	-
8	<i>Silver or UV bullets</i>						
45	Shotgun w/silver or UV shells			18"	4k4	2x	Bu
8	<i>Silver or UV bullets</i>						

				Hero Pts	Total=			231
Qty	PP	Description	T	Mv	Df	Mn	CR	
	68	Mater Vampire/Werewolf Hunter	C	12"	4k4	5k5	9"	

WP	Weapons			R	AV	AE	AET
14	Silver Stake/Wooden Stake			-	4k3	-	-
30	Pistol w/silver or UV bullets			18"	4k4	-	-
42	Rifle w/silver or UV bullets			30"	5k5	-	-
45	Shotgun w/silver or UV shells			18"	4k4	2x	Bu

				Hero Pts	Total=			231
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	26	Vampire Support Troops (human)	T	9"	3k2	3k2	4"	

WP	Weapons			R	AV	AE	AET
8	Bat or club			-	2k2	-	-
22	Pistol			18"	2k2	-	-
30	Assault Rifle			24"	3k2	-	-

CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due. First things first, we want to give credit to the game that got us hooked, ShockForce. Without this game, First or Second edition, we would not be toiling over this E-Zine. Let's face it: we love ShockForce and the WarEngine rules.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at <http://www.DarkTortoise.com>.

For our fourth issue we would like to thank the following folks.

Lt Bryan Farazon – Field Report.

Paul Meaney –Cover Artwork.

Dark Tortoise Publications – Advertiser – WarEngine Wiki

LeXan – Advertiser – Ebay Shockforce Warehouse

Raven Forge Miniatures – Advertiser – New supplier of Shockforce Miniatures

Joe Conejo – Advertiser – All Fronts Armor Depot

WARENGINE ON THE WEB

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

<http://www.darktortoise.com/> - Dark Tortoise Web Site

http://warengine.darktortoise.com/index.php?title=Main_Page – WarEngine Wiki

<http://www.geocities.com/Area51/Hollow/9428/index.html> - Quzybuk's Page

<http://www.geocities.com/nightcrawler51/> - Nightcrawler's Page

<http://home.sprynet.com/~graylg/index.htm> - Viper's Page

<http://groups.yahoo.com/group/WarEngine/> - Yahoo WarEngine Group

<http://zugrub.chez-alice.fr/negromundheim/index.html> - Negromundheim Page (Iron Dream)

Next Issue: Submit something!

Until then, **PLAY THE GAME!**